

# GRAUSTARK

#294

25 August 1973

1972E

"Fall 1913"

## ENGLISH RECEIVE TURKISH SURRENDER IN ANKARA

ENGLAND (Abbott): A Arm-Ank; A Rum S  
AUSTRO-HUNGARIAN A Ser-Bul; A Ukr  
& A Gal S A Rum; A Mos-War; A Mun  
& F Nap hold; A Sil S A Mun, F Kio-  
Hol; F Ber-Kio; F Bar-Nrg; F Eng-  
Bro; F Mid-Spa(s.c.); F Wes S F  
Mid-Spa(s.c.); F Tun-Ion; F Tyr S  
F Nap.

FRANCE (Lipson): F Bro & A Bur hold;  
F Spa(s.c.) holds; A Pic S F Bro;  
A Rom S A Ven; A Ven S A Tri; A  
Boh-Vie; A Tri S A Boh-Vie.

AUSTRIA-HUNGARY (Prosnitz): A Ser-  
Bul; A Bud S A Vie; A Vie S A Bud.

TURKEY (Hendry): F Ion holds; F Alb  
& F Gre S F Ion; F Aeg-Smy; A Bul-  
Con.

Underlined moves are not possible. The French F Spa(s.c.) is dislodged. The High Combatant Powers now control the following supply centers:

ENGLAND: Ank, Bel, Ber, Den, Edi, Hol, Kio, Liv, Lon, Mos, Mun, Nap, Nwy, Rum, St.P, Sev, Spa, Swe, Tun, War. (20)

FRANCE: Bro, Mar, Par, Por, Rom, Tri, Ven. (7)

AUSTRIA-HUNGARY: Bud, Bul, Ser, Vie. (4)

TURKEY: Con, Gre, Smy. (3)

England now has 20 supply centers and thus wins the game. A review of this game by Bill Abbott, the winner, will appear in GRAUSTARK #296, together with a roster and supply center chart. All players and stand-bys in this game should check the information on p. 3 to see when their subscriptions expire. GRAUSTARK subscriptions are 8 issues for \$1. This publication is not edited under the supervision of Bangs Leslie Tapscott.

1973BB

"Winter 1903-Spring 1904"

## ITALY JOINS WESTERN ALLIANCE!

Following "Fall 1903" moves Austria-Hungary retreated A Ser-Tri. France built A Par, Russia built F St.P(n.c.), Turkey Built F Smy, Austria-Hungary removed A Tyr, and Germany removed A Bor and A Sil.

ENGLAND (Eisen): F Nrg S FRENCH F Yor-Nth; A Edi-Yor; F Hol-Kio.

FRANCE (Strauss): F Yor-Nth; A Bel-Ruh; A Par-Bur; F Mid-Eng; F Spa(s.c.) holds; A Pic-Tyr; A Tus-Pic.

GERMANY (Parolla): A Bur-Bol; A Ruh S A Bur-Bel; F Den S RUSSIAN F Nwy-Nth; A Kio-Hol.

ITALY (Heuer): A Rom-Nap; A Von S FRENCH A Pic-Tyr; F Lyo-Tyr; F Wes-Tun.

AUSTRIA-HUNGARY (Neigor): A Bud-Ser; A Vie-Boh; A Tri-Alb.

RUSSIA (Honig): F Con & F Swe hold; A Pru-Sil; A Gal-Boh; A War-Gal; A Rum S A War-Gal; F Nwy-Nth; F St.P(n.c.) -Bar.

TURKEY (Paulson): F Ion-Adr; F Aeg-Ion; F Smy-Aeg; A Gre-Alb; A Ser S A Gre-Alb.

Underlined moves are not possible. Franco retreats A Bel-Pic. The deadline for "Fall 1904" moves is NOON, SATURDAY 15 SEPTEMBER 1973.

1973BQ

"Wintor 1902"

ENGLAND (Aronsmoyer): Builds F Edi, A Liv.

FRANCE (Weill): Builds F Bro, F Mar.

GERMANY (Burco): Builds F Kio.

ITALY (Sidor): Builds F Nap.

AUSTRIA-HUNGARY (McCuistion): Builds A Tri, A Vie.

RUSSIA (Greenlee): Removes A Sil, F Bot. (Retreated A War-Sil.)

(continued on p. 3)

1972A

2

"Spring 1913"

## CARETAKER GOVERNMENT IN GERMANY

The English "Fall 1912" move "F Iri-Mid" failed, and should have been underlined in GRAUSTARK #293. In "Winter 1912" Germany built F Kie, A Mun, and A Ber, and Turkey built F Ank.

ENGLAND (Lipson): F Eng-Mid; F Iri S F Eng-Mid.

FRANCE (Roif): F Por-Mid; F Spa(s.c.) S F Por-Mid.

GERMANY (Huddleston): A St.P-Liv; A War-Ukr; F Kie-Hol; A Edi-Bol; F Nth C A Edi-Bol; F Naf-Tun; F Nat S ENGLISH F Eng-Mid; A Mar-Spa; A Sil-Gal; A Boh S A Vic; A Vic holds; A Pic-Von; A Tyr S A Pic-Von; A Mun-Bur; A Ber-Mun.

AUSTRIA-HUNGARY (Honig): A Mos S GERMAN A War-Ukr.

RUSSIA (De Prisco): A Sev-Ukr; A Arm-Sev; A Gal S A Sev-Ukr.

TURKEY (Murray): F Ank-Bla; A Rum-Ser; A Tri & A Tus S F Apu-Von; F Apu-Von; A Bud S A Tri; F Rom-Tyr; F Tyr-Tun; F Ion-Adr; F Wes S F Tyr-Tun.

Underlined moves are not possible. The doadline for "Fall 1913" moves is NOON, SATURDAY 15 SEPTEMBER 1973. Press releasos are on p. 9. Scott Huddleston will be going on an extended trip for the next two months. Standing in for him during his absence will be Peter Ansoff, Box 5798, Station B, Vanderbilt University, Nashville, Tenn. 37235. For John De Prisco's new phone number see p. 3. As of 9 September, Mark Murray's address will be Box 1706, Holy Cross College, Worcester, Mass. 01610.

1973BC

"Spring 1903"

## RUSSIANS RETREAT WESTWARD

Following "Fall 1902" moves, Germany annihilated the unit dislodged from Piedmont. This correction to the "Winter 1902" moves reported in #293 was sent to all players.

ENGLAND (Stehle): A Nwy-Yor; F Nth C A Nwy-Yor; F Bar-Swo((sic)); F Ska S F Bar-Swo.((sic)).

FRANCE (Model): F Mid-Iri; F Bre-Eng; A Pic S A Bol; A Bur S A Bol; A Bol & A Mar S A Bur.

GERMANY (Spencer): F Kie-Hel; F Hol S F Kie-Hol; A Den S RUSSIAN F Swo; A Ruh-Bur; A Mun S A Ruh-Bur.

ITALY (Paul): A Pic-Tyr; F Tus-Tyr; A Apu-Von; F Ion-Eas.

AUSTRIA-HUNGARY (Lipton): A Ukr-War; A Gal S A Ukr-War; A Rum-Ukr; A Ser-Tri; F Tri-Adr.

RUSSIA (Drakert): F Swo-Bal; A St.P-Liv; A Mos S A War; A War S A Mos.

TURKEY (Carroll): F Smy-Eas; F Aog S F Smy-Eas; F Con-Bul(s.c.); A Sev-Mos; A Gre-Alb; F Bla holds.

Underlined moves are not possible. Russia must retreat A War-Pru or -Sil or remove this unit; this retreat should be sent at once to the Gamesmaster, who will inform the other players. The deadline for "Fall 1903" moves, which may be made conditional upon the direction of this retreat, is NOON, SATURDAY 15 SEPTEMBER 1973. As of 3 September, Bob Lip-ton will be at P. O. Box 360, Lafayette College, Easton, Penn. 18042.

Back issues of GRAUSTARK are 15¢ each or 10 for \$1. Available are 120, 131, 137, 139, 140, 167, 171, 198-200, 202, 206, 217, 220, 222, 239, 248-259, 252, 253, 257-259, 271, 273-283, 285-287, 289-293. #289 is 50¢.

## THE SHAPE OF GRAUSTARKS TO COME

A number of book reviews, press releases, letters to the editor, and reports of complete games of Diplomacy and Origins have been accumulating, and I am about to get them all into print. Sometime early in October I shall bundle all the book and game reviews into GRAUSTARK #296, and the press releases into #297, issues which will be larger than usual and which will carry no games. Active players will receive these by 3rd-class mail. Other subscribers and traders will get issues ##295-298 in a bundle by 3rd-class mail, sometime after 6 October, the publication date of #298. The 300th issue, due on 17 November, will carry letters and game reports in addition to the regular moves. It too will be larger than usual, and will go to non-playing readers in a bundle by 3rd-class mail along with #299. Anyone with potential contributions to any of these extra-large issues is invited to send them in as soon as possible.

The following people have subscriptions which will expire with the indicated issue. An asterisk indicates a subscription which will expire on the presently reasonable assumption that 1972A will end in #295.

#294 - Bill Abbott, Steven Brooks, Michael Childers, Greg Groer, David King, Steven Malone, Don McCormick, Bill Osmandson, Tony Pandin, Victor Ricci, Robert Strayer, Bill Thomas.

#295 - Joseph Alfenito\*, Kevin Cauley, Michael Friedman, Scott Hudleston\*, Alex Katsoff, Elliot Lipson\*, Ronald Melton, Bradley Smith, Michael Stroz\*.

#296 - Evan Jones, Stephen Marsland, Michael Morris, Charles Vest.

#297 - Laurence Moran, Joffrey Topper.

#298 - Margot Adler, Gil Bliss, Michael Hansen, Michael Juergens, John McKoon, Howard Stump, Robert Vivian.

New games of Origins of World War II are now under organization, and will begin as soon as at least 2 boards are filled. Players (including those eligible for free entry because they're in 73.6x) should indicate their order of preference among the five variations and also the "Mixed" and "Roll-Your-Own" versions. The entry fee is \$4.00.

Diplomacy was invented by Allan B. Calhamor and is published by Games Research Inc., 500 Harrison Ave., Boston, Mass. 02118. Origins was invented by James Dunnigan and is published by Avalon-Hill, 4517 Harford Rd., Baltimore, Md. 21214.

73.3a

"Fall 1938"

## RUMANIA PARTITIONED!

RUMANIA: Germany (42) attacks France (13)  
at 3:1. IBM - 337 (X) Each side  
removes 13.

FRANCE: Loses Rum U. RUSSIA: Rum C.  
BRITAIN: Fra U. GERMANY: Rum C.

The score at present is Britain 12, Germany 11, Russia 4, USA 0, France 0. The  
deadline for "Spring 1939" moves is NOON,  
SATURDAY 15 SEPTEMBER 1973.

1973BQ (continued from p. 1)

TURKEY (Do Prisco): Builds F Smy.

The deadline for "Spring 1903" moves is  
NOON, SATURDAY 15 SEPTEMBER 1973. John Do

Prisco has a new phone number: 302-328-3392. This game once again has a stand-by player. He is Edward Kollmer, 91 East St., New Hyde Park, N. Y. 11040. He will be called on, according to the stand-by rules printed in GRAUSTARK #286, if any player misses a move. John Arensmeyer writes that he has not yet received #293, so other letters to him might also have gone astray.

USA	Fra	Bri	Rus	Ger
				C
				C
	3	3		
		3		
		U,5		
		U,19		
	4			
		U,11	6	
				C
				C
				25
USA	20			

EVERYBODY GOES TO FRANCE - EVEN THE FRENCH

USA	Fra C	Bri	Rus	Ger C
20			C	U,20 C
16	20	11 C 6	6	15 8
U,15		U,12	12	C 3
16	U,14	10 U,19 14	26 6	U,17

14.  
BRITAIN (Noiger): Fra 11, Ita 6, Rus 1,  
Pol 6, USA 14.

RUSSIA (Spencer): Ita 6, Pol 12, USA 6, Fra 12, Ger 12  
GERMANY (Katzoff): Fra 15, Ita 8, Rus 9.

The deadline for "Fall 1940" moves is Ita  
NOON, SATURDAY 15 SEPTEMBER 1973. As those Pol

moves will end this game, players are. Rhi  
asked to send in their own accounts of the Rum

game. A review, with these accounts, will be printed in GRAUSTARK #298. Rus  
USA

73.6x

# RUMANIA GETTING CROWDED

"Spring 1938"				
USA	Fra	Bri	Rus	Ger
			C	C
	7	9		
2				
5	7	2		
5	7	3		
	7			
		11	11	19
			19	22
8				

USA (Carlton): No moves received. USA 8. Als  
FRANCE (Drakert): Bal 7, Cze 1, Ita 1, Aus

Pol 1.  
BRITAIN (Trtek): Bal 9, Czo 2, Ita 3.

RUSSIA (Hondry): Rhi 11, Rum 11. Czo  
GERMANY (Kelly): Rhi 19, Rum 5. Fra

The deadline for "Fall 1938" moves is GOR  
NOON, SATURDAY 15 SEPTEMBER 1973. All Ita

players should note the information on p. 3 Pol  
regarding their free entry to a new game. Rhi

1973 BS

"Winter 1902"

ENGLAND (Spencer): Builds F. Liv.      AUSTRIA-HUNGARY (Lariton): Builds

GERMANY (G. Tesser): Builds A Ber. A Tri.

ITALY (Murray): Builds F Nap. TURKEY (McGowin): Removes F Aog.

The deadline for "Spring 1903" moves is NOON, SATURDAY 15 AUGUST 1973.

For Mark Murray's new address see p. 2.

THE MINISTRY OF MISCELLANY

It now seems probable that 1972A will not end with the next issue. All players are assured that their subscriptions will not end as described on p. 3 but will continue to the end of the game.

Last night at SPI, Al Nofi handed me a complete report on a game of the Aggressive French Policy version of Origins. It had been played across the board, with consecutive placement, and, strange to say, Franco won with a Control in Germany. This game will be published in full in GRAUSTARK #300. If, in the meantime, you want to look over some 20 or 30 complete games of Origins of World War II, a full set of FREEDONIA (29 issues) is available for \$1.50. \*

Has anyone noticed that the public relations officer for Lon Nol's "government" in Phnom Penh is named Am Rong?

Two of the best now Dippyazines, with plenty of room for now players, are Mixumaxu Gazette (Bob Lipton, P. O. Box 360, Lafayette College, Easton, Penn. 18042) and Pouch (Nicholas Ulanov, 60 E. 8th St., New York, N. Y. 10003). Got them, either for a game or for a good laugh.

# THE ORIGINS OF "ORIGINS"

(with an illustrative game)

The Avalon-Hill game Origins of World War II was designed by Jim Dunnigan of Simulations Publications Inc. However, unless you've read Sid Sackson's A Gamut of Games (Random House, 1969) you probably don't know how this game came to pass. Prior to Origins of World War II, it seems, there was an Origins of World War I, also designed by Dunnigan as a device for teaching about the complicated diplomatic situation that led up to that war.

The play of Origins I is much like that of Origins II. The five powers are Britain, France, Germany, Russia, and Austria-Hungary, which play in that order. For someone accustomed to the power which Germany has in Origins II as a result of playing last, it is rather surprising to see so inept a power as Austria-Hungary in this position of advantage. [Indeed, the Dual Monarchy was once characterized as a "despotism tempered by inefficiency" - "von Schl mperei gemildert".]

The game consists of 10 turns, which can be regarded as the decade from 1904 through 1913. At the beginning of each turn, Britain gets to deploy 14 Political Factors [PFs], France 12, Germany 16, and Russia and Austria-Hungary 10 each. These PFs may be placed by the powers in one another's territories, and also in Italy, Turkey, Serbia, Rumania, Bulgaria, Greece, the Far East, and Africa. This choice of playing regions pinpoints the real antagonisms that caused the war, without dragging in the alleged neutrality of Belgium, "freedom of the seas", or other window-dressing. ["Ever since I was a little girl," Lady Littlehampton confesses in one of Osbert Lancaster's cartoons, "I've never been able to feel quite as sorry for les braves Belges as one ought."]

Diplomatic conflicts in Origins I are very much like those in Origins II, except that one may attack at less than 1:1 odds. In terms of the symbols used in Origins II, the adjudications are given in Table 1. As with Origins II, fractional ratios are resolved in the defender's favor. A player may make only one attack anywhere on the board per turn. Clearly an attack at less than 1:1 is a suicide attack, since even with an "X" all the attacker's pieces are removed. The hope would be to reduce an opponent's strength below the level necessary for an Understanding.

+++++

Die throw	Odds: less than 1:1	1:1	2:1	3:1	4:1 or more
1	A	A	A	X	X
2	A	A	X	X	X
3	A	X	X	X	X
4	X	X	X	X	D
5	X	X	X	D	D
6	X	D	D	D	D

+++++

Table 1

	BRITAIN	FRANCE	GERMANY	RUSSIA	AUSTRIA- HUNGARY
AFRICA		ETR 5	TR 3		
AUSTRIA-HUNGARY			TR 4		
BRITAIN		TR 2			
BULGARIA				TR 1	
FAR EAST	ETR 4			TR 3	
FRANCE					
GERMANY					TR 4
GREECE	TR 1			TR 1	
ITALY	TR 3	TR 1	TR 2		TR 2
RUMANIA				TR 3	TR 2
RUSSIA		TR 3	TR 2		
SERBIA				TR 5	ETR 10
TURKEY	TR 2			ETR 5	

If no other power has more than 12 points, Britain score 10 points. If no TR's are established by or in Germany, France scores 10 points. If no TR's or ETR's are established by or in Britain, Germany scores 5 points.

+

Table 2

The number of PFs required for an Understanding, or "Treaty Rights" as Dunnigan calls it in A Gamut of Games, is ten. There are no Controls in the sense the term has in Origins II, but for exclusive Treaty Rights in some regions a player will get points. For example, Germany gets 3 points for Treaty Rights in Africa, but France gets 5 points only for Exclusive Treaty Rights there. No other power scores for Africa, which is rather surprising considering that before World War I Britain owned three and a half million square miles of African real estate and was trying to get more.

Origins I is in many respects derivative from Diplomacy, but in one feature it differs from both its parent and its offspring Origins II. Both the other games make the terms and duration of an alliance subject to the will and pleasure of the two allies, and breakable when one of them wishes. But in Origins I, though players cannot combine PFs in attacks, they win in alliance if the sum of their scores exceeds the sum of the scores of the other three players. There is even a possibility that, should two two-power alliances develop, the "odd man out" can win by promoting a "balance of power" between them.

The National Objectives chart appears as Table 2. In it, "TR" refers to Treaty Rights, and "ETR" to Exclusive Treaty Rights. A player

may score "ETR" points only if no one else has "TR" points there.

One major feature of Origins II, the preventive Understanding, is lacking here. A TR in another power will not prevent him from attacking you. Partially compensating for this are the extra provisions at the bottom of Table 2. It should be noted that the sum of all National Objectives are not the same: Britain has a potential total of 20; France, 21; Germany, 16; Russia, 18; and Austria-Hungary, 18.

Origins I is obviously at an earlier stage of development than Origins II, and could be usefully redesigned along the lines of its successor. The game's National Objectives chart as it appeared in Sackson's book did not include all the Understandings which the diplomatists of the era tried to establish. If France needed an understanding in Russia, Russia was equally dependent upon France. Britain's concerns in Africa, and Germany's in the Far East, could be included. Alternate scenarios could be devised, as with Origins II; Bismarck's Russo-German Understanding might have proven a more sensible policy than the one the Kaiser replaced it with.

This is

O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflamm  
O Optic  
N Nerves

# 559

\* \* \*

I have the notes made by an unidentified person on an unidentified date for a game of Origins I played at Simulations Publications Inc. during one of the Friday night gaming sessions. Players are identified as: BRITAIN, Linda Mosca; FRANCE, Meinshausen; GERMANY, Romero; RUSSIA, Evan Jones; AUSTRIA-HUNGARY, Ray Heuer.

I.

BRITAIN: Bri 1, Far 8, Gre 5.  
FRANCE: Fra 9, Ita 3.  
GERMANY: Aus 11, Ger 5.  
No attacks.

RUSSIA: Rus 10.  
AUSTRIA-HUNGARY: Aus 10.

II.

BRITAIN: Far 1, Gre 5, Ita 9.  
FRANCE: Ger 21.  
GERMANY: Afr 6, Ita 10.  
GERMANY: France (21) attacks Germany (5) at 4:1. X, each side removes 5.

RUSSIA: Rus 10.  
AUSTRIA-HUNGARY: Ser 10.

III.

BRITAIN: Far 5, Ita 1, Tur 8.  
FRANCE: Fra 10, Ita 2.  
GERMANY: Afr 4, Aus 1, Ita 11.

RUSSIA: Tur 24.  
AUSTRIA-HUNGARY: Rus 18, Ser 2.

TURKEY: Russia (24) attacks Britain (8) at 3:1. X, each side removes 8.  
RUSSIA: Austria-Hungary (18) attacks Russia (6) at 3:1. X, each side removes 6.

IV.

BRITAIN: Bri 3, Far 11.  
FRANCE: Fra 12.  
GERMANY: Afr 5, Ita 11.  
No attacks.

RUSSIA: Rum 10.  
AUSTRIA-HUNGARY: Aus 5, Ser 5.

V.

BRITAIN: Bri 9, Far 5.  
FRANCE: Bri 5, Fra 7.  
GERMANY: Ger 16.

RUSSIA: Gre 10.  
AUSTRIA-HUNGARY: Rum 10.

RUMANIA: Russia (10) attacks Austria-Hungary (10) at 1:1. X, each side removes 10.

VI.

BRITAIN: Bri 14,  
FRANCE: Fra 11, Ger 1.  
GERMANY: Ger 16.

RUSSIA: Rum 10.  
AUSTRIA-HUNGARY: Aus 5, Ser 5.

ITALY: Germany (32) attacks Britain (10) at 3:1. D, Britain removes 10.

## VII.

BRITAIN: Ger 20.  
 FRANCE: Aus 47, Ger 5.  
 GERMANY: Aus 13, Ger 2, Ita 1.  
 AUSTRIA-HUNGARY: France (47) attacks Germany (25) at 1:1. X, each side removes 25.

## VIII.

BRITAIN: Rum 20.  
 FRANCE: Fra 12.  
 GERMANY: Ger 8, Ita 8.  
 RUMANIA: Britain (20) attacks Austria-Hungary (21) at 1:2. X, each side removes 20.  
 ITALY: France (5) attacks Germany (31) at 1:2. X, each side removes 5.  
 GERMANY: Germany (42) attacks France (21) at 2:1. X, each side removes 21. [According to my count, France had 22 PFs in Germany. - JBL]  
 RUMANIA: Russia (20) attacks Austria-Hungary (1) at 4:1. X, each side removes 1.

## IX.

## FINAL PF CHART

BRITAIN: Afr 15, Ger 1.		Bri	Fra	Ger	Rus	Aus
FRANCE: Ita 24.						
GERMANY: Afr 1, Rus 15.	Afr			TR,16		
RUSSIA: Bul 5, Rum 1, Tur 4.	Aus		22	TR,33		
AUSTRIA-HUNGARY: Aus 10.	Bri	5	5			
AFRICA: Britain (15) attacks Ger-	Bul				TR,15	
many (16) at 1:1. A, Britain	Far	ETR,30				
removes 15.	Fra					
	Ger	27				
	Gre	5			TR,10	
BRITAIN: Ger 21.	Ita		TR,26	TR,26		
FRANCE: Ita 2, Rus 10.	Rum				TR,20	
GERMANY: Aus 33, Rus 4.	Rus		TR,10	TR,19		12
RUSSIA: Tur 10.	Ser					ETR,31
AUSTRIA-HUNGARY: Ger 20.	Tur				ETR,30	
GERMANY: Britain (47) attacks Aus-						
tria-Hungary (20) at 2:1.						
X, each side removes 20.						

## X.

Table 3

Readers are advised to set up a chart divided into 13 appropriately labeled spaces and follow out the action of the game, which as Sackson describes it did not require special playing pieces or a board. Scores after each of the ten turns are:

	I.	II.	III.	IV.	V.	VI.	VII.	VIII.	IX.	X.
BRITAIN	10	10	17	17	17	14	14	14	14	14
FRANCE	0	0	0	0	0	0	0	0	1	4
GERMANY	9	11	9	9	9	9	5	5	7	11
RUSSIA	0	0	5	8	6	9	9	10	10	10
AUSTRIA-HUNGARY	0	10	10	10	10	10	12	10	10	10

...AND 'ROUND AND 'ROUND IT GOES - XI

by Robert Bryan Lipton

When science fiction was younger, new authors sometimes only had one story published before they were acclaimed as geniuses. Thus it happened in 1928 with Edward E. Smith's Skylark of Space. This also happened six years later when Stanley Weinbaum's A Martian Odyssey appeared. In 1939 it was A. E. Van Vogt with Black Destroyer. In the 1950's, Alfred Bester began writing s-f after a decade of inactivity and turned out a series of highly acclaimed short stories, plus the brilliant novel The Demolished Man. Then, in 1953, Phillip Jose Farmer pub-

lished The Lovers.

All of these authors had one other thing in common: they rapidly found themselves being typed. E. E. Smith could only write flashy space opera in archaic language. Bester's work seemed to become a series of very bright fireworks. Van Vogt was a has-been a year after Black Destroyer was written, for he used the same plot in each story. Only his first novel, Slan, saved him. Since then, he has settled back into another round of similarly-plotted stories.

Weinbaum and Farmer found that editors wanted only the type of story that they had made a splash with. Weinbaum used a pseudonym. Farmer nearly had a nervous breakdown.

The instant success has not happened much recently. Such geniuses appear only at breakthrough points, and s-f, nearing its maturity, no longer has such points. However, when a particular author develops a new style, the instant genius effect happens.

The author is John Boyd. His first novel, The Last Starship from Earth, appeared in 1968. It is still available, and hopefully will remain available for a long time as Berkeley Paperback #425-02214-075, priced at 75¢. It was widely praised when it first came out. And, true to form, the author's later works resemble it strongly.

The Last Starship from Earth has the sort of plot that Damon Knight describes as the Kitchen Sink method. Only Philip Dick has been able to handle this complicated form before. It consists of taking all the ideas which the author has been saving for five years, and tossing them in the same novel. As I said, only Philip Dick had been doing it successfully. Boyd does also.

The wheel-of-if idea is that when Jesus came into Jerusalem, he was successful. God's son then took over Rome.\*

The changes wrought are often subtle. Poems are quoted in the book that appear to be the ones found in our world. But tiny things are changed so that the world of this book is harder, colder, less perceptive of beauty and divinity.

The story is that of Haldane IV who falls in love with a girl not of his class (a sin), and tries to overthrow the state.

The book is full of puns, realistic slang, and other factors that help bring the world alive. It is a brilliant book, a pyrotechnic book. Boyd's later books are in the same style, though not so uniformly bright. If you read and enjoy this book, try finding his Sex and the High Command.

#### 1972A - PRESS RELEASES

GENEVA (April 1, 1912, Despairing At Most News): At a background briefing for the Austro-Hungarian Government-In-Exile, a spokesman was reported to comment, "We have officially, but we hope, not permanently, changed the official name of our country to the Absentee Empire.

"We now have the distinction of ruling over a domain stretching from Apulia in Italy to Moscow in Russia with nothing in between.

GENEVA (April 1, 1912, DAMN): The Ministry of Finance noted today that the Treasury of the Absentee Empire was having difficulty making ends meet.

GENEVA (April 1, 1912, DAMN): A spokesman for the Absentee Empire, hearing of the problem of the treasury, noted that there was a lot of it going around,

BROOKLYN (April 1, 1913, URRP): A spokesman for the United Rabble Rousing Press claimed today that despatches from Geneva had been delayed because the wires had been eaten by Sabertooth Neigers.

[ - JB

\* - Apparently that interview on the mountaintop ended differently.

## THE MINISTRY OF MISCELLANY

This page is being typed as a sort of experiment, and may not even see the light of day unless it prints properly. It is being cut on a second-hand IBM Courier 12 which has just been installed in my office, and this is the first stencil I have ever cut with an electric typewriter. Its fate when subjected to mimeography will determine whether I will continue with this method.

"The excellent article on 'The Black Rhinoceros' by John Goddard [April 1973] has inspired a new concept in their conservation. Suppose that an endangered animal were shot with a tranquilizing gun and its horn sawed off and a few pints of blood removed. The horn could then be replaced by a pre-cast fiber glass substitute and the animal revived. The animal would then be unsuitable for trophy sport or for poaching and would probably survive unless it encroached on some farmer's land. Furthermore, the authentic blood and horn could be sold in the Orient, financing efforts to preserve the species." - Stuart L. Bench, letter, Natural History, June-July 1973

The opponents of legalized abortion claim that they take their stand out of love for life. If this is the case, then I find it a little difficult to understand why every opponent of abortion known to me, either in public life or as a personal acquaintance, is also strongly in favor of the American war against Vietnam. Is "love of life" something that only operates at the fetal stage, and suddenly cuts off when a child is born and able to be napalmed as a separate entity?

Philip Roth has one explanation for this apparent paradox in his satirical book Our Gang. But this apparent contradiction was cleared up a few months ago by Wisconsin State Senator Gordon Roseleip. He pointed out that soldiers are traditionally recruited from the sons of the poor, and said, "Now you want to give contraceptives to poor people. Where are we going to get men for the Armed Forces if we have another conflict? It's a good way to destroy an Army." (Playboy, June 1973, p. 57)

There is now no contradiction between the anti-abortion and the pro-war positions. Hawks are plainly afraid that the army needed to reconquer Vietnam in the 1990's is being flushed down the toilets of abortion clinics in the 1970's. What price "love of life" now?

GRAUSTARK #294

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"Tactical atomic explosives are now conventional and will be used against the military targets of any aggressive force." - Richard M. Nixon

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